

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	532	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2007/02/16 13:18
L2	1	((tessellat\$4 or tesellat\$4 or tesselat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4))) and (((tight or inner or internal) near (surface or mesh or surface)) same (mesh)) and ((bound or bound\$4) with (outer or outer\$4))).clm.	US-PGPUB	OR	ON	2007/02/16 13:18
L6	0	((tessellat\$4 or tesellat\$4 or tesselat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4))) and (((tight or inner or internal) near (surface or mesh or surface)) same (mesh) same ((bound or bound\$4))) same ((list or order or rank or priorit\$4) near (intersect\$4))).clm.	US-PGPUB	OR	ON	2007/02/16 13:19
L7	1	((tessellat\$4 or tesellat\$4 or tesselat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4))) and (((tight or inner or internal) near (surface or mesh or surface)) same (mesh) same ((bound or bound\$4))) and ((list or order or rank or priorit\$4) near (intersect\$4))).clm.	US-PGPUB	OR	ON	2007/02/16 13:20
L8	1	5 and 1	US-PGPUB	OR	ON	2007/02/16 13:20
L9	1	7 and 1	US-PGPUB	OR	ON	2007/02/16 13:20
L11	0	((((detect\$4 or determin\$4 or find or locat\$4 or find\$4 or calculat\$4) near (move or movement or motion\$4)) with (ray or line)) same (object or shape or primitive or polygon) same (intersect\$4 or penetra\$4 or travers\$4)) and (((intersect\$4) near (occlud\$4 or occlus\$4)) same (tessellat\$4 or tesellat\$4 or tessellat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4)))).clm.	US-PGPUB	OR	ON	2007/02/16 13:23
L12	0	1 and 11	US-PGPUB	OR	ON	2007/02/16 13:24
L13	0	((((detect\$4 or determin\$4 or find or locat\$4 or find\$4 or calculat\$4) near (move or movement or motion\$4)) with (ray or line)) same (object or shape or primitive or polygon) same (intersect\$4 or penetra\$4 or travers\$4)) and (((intersect\$4) with (occlud\$4 or occlus\$4)) same (tessellat\$4 or tesellat\$4 or tessellat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4)))).clm.	US-PGPUB	OR	ON	2007/02/16 13:23
L14	0	((((detect\$4 or determin\$4 or find or locat\$4 or find\$4 or calculat\$4) near (move or movement or motion\$4)) with (ray or line)) same (object or shape or primitive or polygon) same (intersect\$4 or penetra\$4 or travers\$4)) and (((intersect\$4) same (occlud\$4 or occlus\$4)) same (tessellat\$4 or tesellat\$4 or tessellat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4)))).clm.	US-PGPUB	OR	ON	2007/02/16 13:23
L15	0	1 and 14	US-PGPUB	OR	ON	2007/02/16 13:24
L16	2	(((intersect\$4 or penetra\$4 or travers\$4) near (ray or line)) same ((adjac\$4 or local) near (neighbor or vertex or vertice)) same ((object or shape or primitive or polygon))).clm.	US-PGPUB	OR	ON	2007/02/16 13:25
L17	1	1 and 16	US-PGPUB	OR	ON	2007/02/16 13:25
L22	0	((tessellat\$4 or tesellat\$4 or tesselat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4))) and (((tight or inner or internal) near (surface or mesh or surface)) same (mesh)) and ((bound or bound\$4) with (outer or outer\$4))) and (((bound or bound\$4) near (mesh or surface or model)) same (low near resolution)) and (((polygon\$4 or primitive or polyhedron\$4) with ((share or common) near face) with ((smaller or decrease) near (size or area))) with (direction near (mesh or object or shape or primitive or polygon\$4 or polyhedron\$4))).clm.	US-PGPUB	OR	ON	2007/02/16 13:31
L23	0	((tessellat\$4 or tesellat\$4 or tesselat\$4 or subdivis\$4 or subdiv\$4 or "sub-divide" or "sub-division" or (sub near (divid\$4 or divis\$4))) and (((tight or inner or internal) near (surface or mesh or surface)) same (mesh)) and ((bound or bound\$4) with (outer or outer\$4))) and (((bound or bound\$4) near (mesh or surface or model)) same (low near resolution)) and (((polygon\$4 or primitive or polyhedron\$4) with ((share or common) near face) with ((smaller or decrease) near (size or area))) with (direction near (mesh or object or shape or primitive or polygon\$4 or polyhedron\$4)))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/02/16 13:31

## EAST Search History

L24	0	I and 22	US-PGPUB	OR	ON	2007/02/16 13:31
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